Practical Exercise
2016-2017

1.   Design of traffic signal as in Figure

To Exchange traffic lights up every specified number of seconds.

result

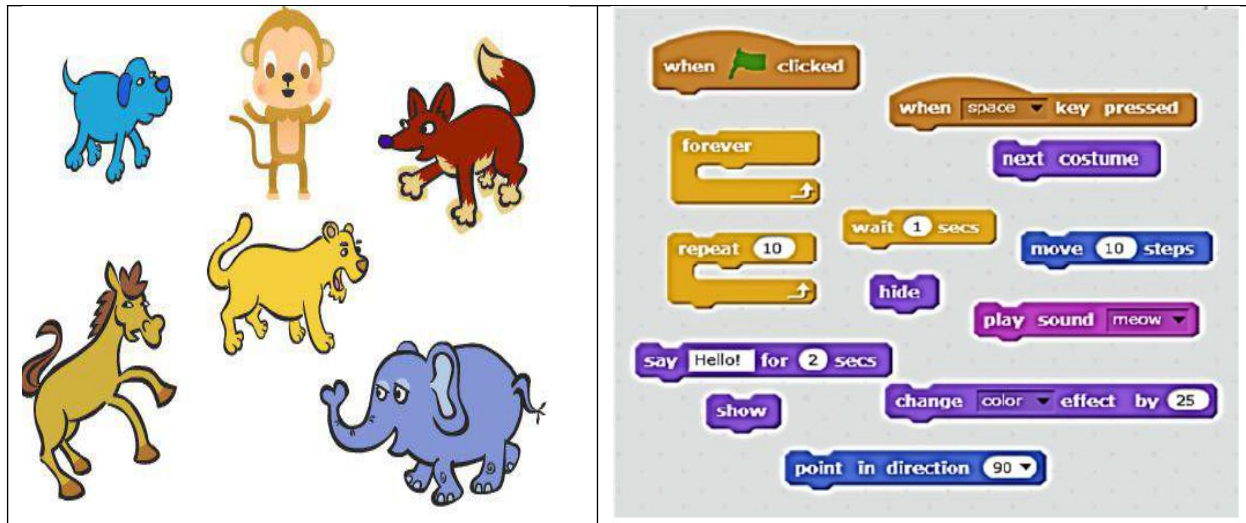| -Guidance solution:	Code Blocks
1-Draw the object "traffic signal." 2-more than Customs for the same object "traffic signal with three lights ". 3-develop a suitable background for the stage. 4-execute code blocks that come through.	

2. I imagine – I'm creative

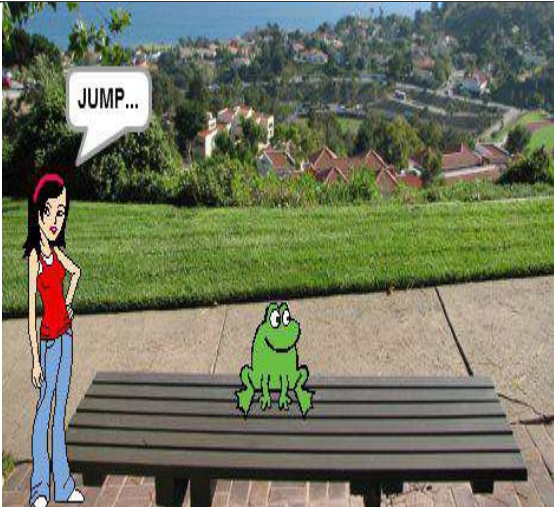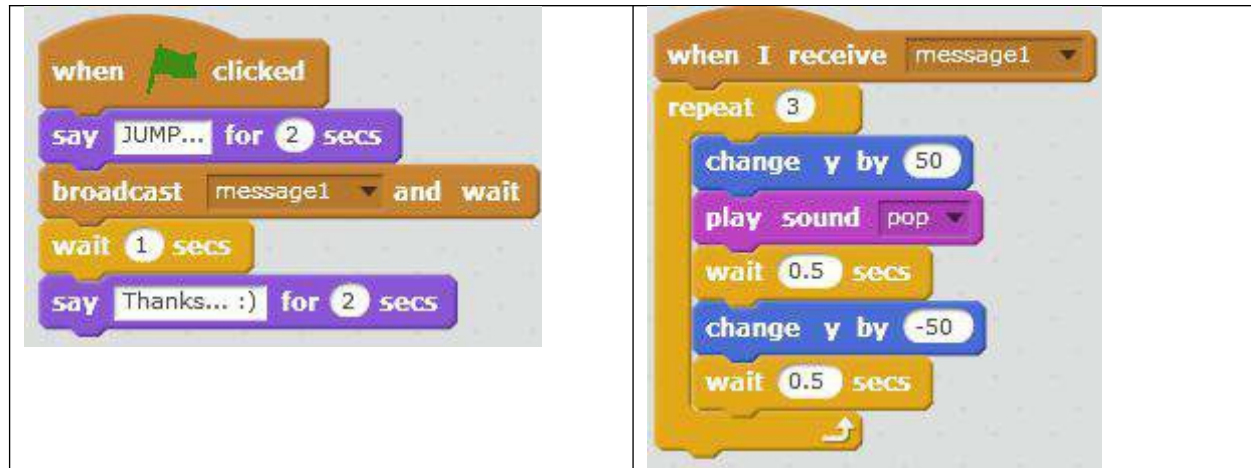**-Design a short story between some of the following animals:**

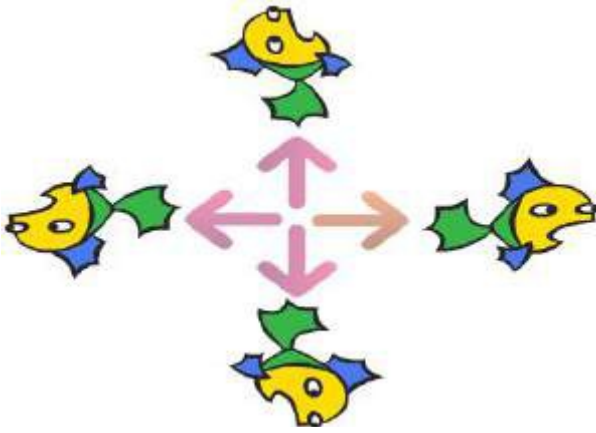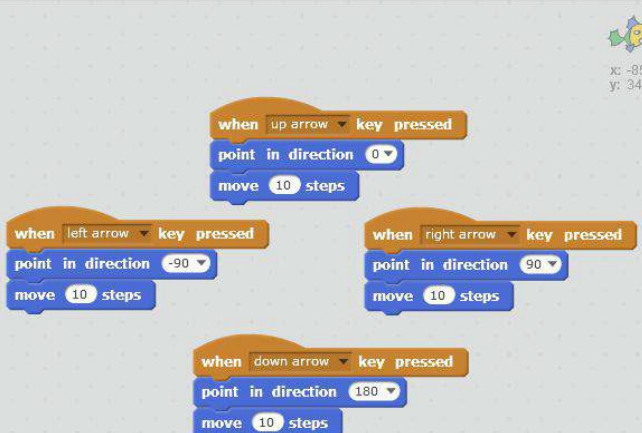| result	You can use the following Blocks:

3. Design story of the girl ,"JoJo" and "the little frog".

When you run the program "JoJo" says to frog jump, "little frog " jumps several times.

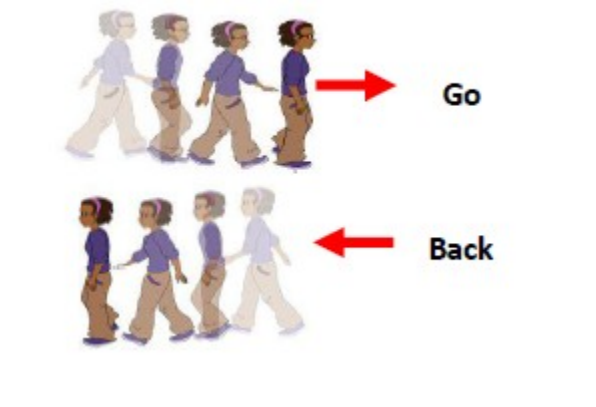| result	Solution steps
	After inserting the first object and change its name to "JoJo" **And the second object and change its name "little frog"** **Complete the following:**
"Group code for "JoJo	**Group code for -frog**

```
when [flag] clicked
say JUMP... for 2 secs
broadcast message1 and wait
wait 1 secs
say Thanks... :) for 2 secs
```

```
when I receive message1
repeat 3
    change y by 50
    play sound pop
    wait 0.5 secs
    change y by -50
    wait 0.5 secs
```

4. How to change the orientation of sprite(fish) using the keyboard arrows →↓↑←keyboard as a shape..

result	Code Blocks

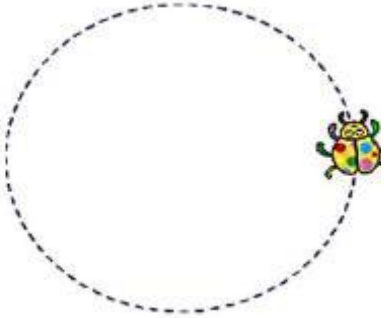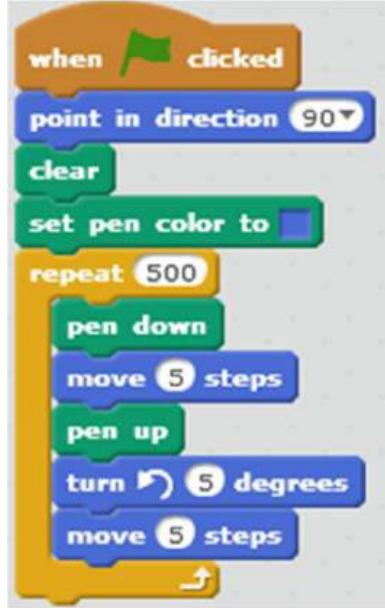# 5. How to add sprite moving on the stage go and back

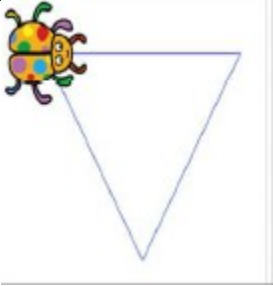| result	Code Blocks

6. How to draw a circle by drawing a set of points

Draw a circular shape using dots, and project implementation depends on the steps (orders):
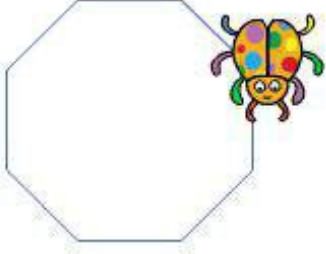
-Place the pen.

-Move the sprite (small).

-Lift the pen.

-Move the sprite without drawing.
-Repeat the steps with the specified number.
-Rode commands that are required to get the desired shape.

result	description	Code Blocks

	1. pen mode.
	2. the sprite movement (5)steps.
	3. lift the pen.
	4. the sprite's rotation angle 5.
	5. the movement of the sprite (5 steps) without fee.
	6. place the previous command within command repetition (500 times.(
		when [flag] clicked
		point in direction 90
		clear
		set pen color to [ ]
		repeat 500
		  pen down
		  move 5 steps
		  pen up
		  turn 5 degrees
		  move 5 steps
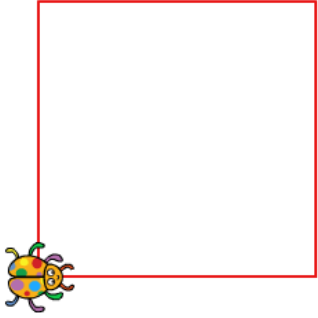
7. How to draw equilateral triangle on the Stage

result	description	Code Blocks
	1- Move the shape200 step to draw the first triangle side. 2- Draw the second side changing the direction 120 degree. 3- Repeat the same steps three times	when [flag] clicked pen down set pen color to [ ] move 200 steps turn 120 degrees move 200 steps turn 120 degrees move 200 steps turn 120 degrees

8. How to draw regular geometrical forms like eight shape as shape using the Pen and pencil orders control orders Control.

result	Code Blocks
	when ⚑ clicked point in direction 90 ▾ pen down set pen color to ▢ repeat 10 　move 50 steps 　turn ↻ 45 degrees

9. How to draw a box using the Pen commands.

result	description	Code Blocks
	1- determine the direction of the sprite 90 landscape. 2- clear the platform. 3-put the pen. 4- change the pen color to red. 5- modify the frequency value (4 times) 6- is moving forward (200 links.)	when ⚑ clicked point in direction 90▾ clear set pen color to ▢ pen down repeat 4 　move 200 steps 　turn ↺ 90 degrees play sound square ▾

	7- the turnover value of 90.	

Add a sound clip to record the word [SQUARE] and play it after finishing drawing the square

1- Add order from play sound pop **SOUND**

2- Press the arrow in the drop list
3- Select RECORD
4- Select SOUND tab
5- Press RECORD .
6- Record square
7- Press STOP
8- Write SQUARE